

## METHODS FOR GENERATING RANDOM NUMBERS

### CROSS REFERENCE TO CO-PENDING APPLICATION

[101] The present application is related to co-pending application entitled Game of Chance and filed on the same date as the present application.

### BACKGROUND OF THE INVENTION

[102] The above mentioned co-pending application, the contents of which are incorporated by reference herein, discloses a game of chance wherein a limited number of players have gained entry by purchasing rights of use and, after all purchases have been made, one and only one player wins and obtains the benefits of all of the rights of use of all players. The winning player is selected by a random process originated by both a predictable and a non-predictable event. The random process employs random numbers which can be used in this game of chance.

### SUMMARY OF THE INVENTION

[103] In accordance with the principles of this invention, first and second number arrays are stored in computer memory. Each array contains ten number receiving spaces numbered consecutively from zero to nine and are originally vacant. Digits zero through nine are then loaded consecutively into corresponding spaces in the first array while the second array remains vacant. Then one digit is selected arbitrarily from the first array and is transferred into the tenth position in the second array. This selected digit is then erased from the first array, leaving its original space blank.

A second digit is arbitrarily selected from the first array and is transferred into the ninth position in the second array. The second selected digit is then erased from the first array, leaving its original space bank.

This process is continued by successively selecting each third, fourth, fifth, sixth seventh and eighth digit from the first array and transferring each selected digit into the corresponding position in the second array while erasing each transferred digit from its position in the first array.

As a result, the first array is vacant and the second array is filled with digits in non consecutive order. The second array then defines a first set of randomly selected numbers for use in the game of chance as described in the aforementioned co-pending application.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[104] The attached drawing explains the process and illustrates transfer of numbers from the first array to the second array while erasing these numbers from the first array.

#### DETAILED DESCRIPTION OF PREFERRED EMBODIMENT

[105] As shown in Figure 1, the process is started by forming first and second vacant ten positions in a computer memory. Digits 0-9 are entered consecutively in the first array leaving the second array blank. The computer transfers an arbitrarily selected digit [4] into the tenth position in the second array. This digit is then erased from the first array leaving its position vacant. The computer then transfers a second arbitrarily selected

digit [2] into the ninth position in the second array. This digit is then erased from the first array leaving its position vacant.

The computer then repeats this process using transferring successively digits [7], [5], [1], [3], [6], [0], [8] and [9] into corresponding positions in the second array while erasing these digits in the first array leaving the first array vacant and the second array defining the first random set 9 8 0 6 3 1 5 7 2 4.

While the invention has been described with particular reference to the detailed description and drawing, the protection solicited is to be limited only by the terms of the claims that follow,